

associating an external loudspeaker with said video image;

positioning said external loudspeaker proximate said video image and facing in the same direction as a line of sight from the central portion of said video image to a listener; and

reproducing a portion of said stereo audio signal in said external loudspeaker.

--60. The apparatus of Claim 59, wherein said means for reproducing comprises:

means for selecting portions of each channel of said stereo audio signal;

means for blending said selected portions according to a predetermined mixing plan to generate a composite sound signal; and

coupling said composite sound signal to said external loudspeaker.--

#### IN THE ABSTRACT OF THE DISCLOSURE

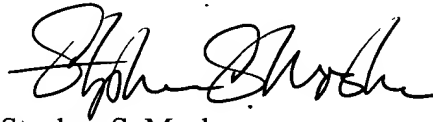
Please delete the entire ABSTRACT in the present application, and insert therefor the following:

-- The present invention disclosed and claimed herein comprises a method and apparatus for virtually positioning, in real time, a sound source in three-dimensional space as perceived during playback having the steps of binauralizing a non-binauralized input sound signal to provide a left output signal and a right output signal, and playing the left and right output signals through respective left and right loudspeakers of a localized speaker headset. --

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Respectfully submitted,

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